

```
1 #include "Player.h"
2 #include <string>
3 #include <vector>
4 using namespace std;
5
6 class PlaceableActor;
7
8
9 class Level
10 {
11     char* plevel;
12     int height;
13     int width;
14
15     vector<PlaceableActor*> m_pActors;
16
17 public:
18     Level();
19     ~Level();
20
21     bool LoadLevel(string levelName, int* playerX, int* playerY);
22     void Draw();
23     PlaceableActor* UpdateActors(int x, int y);
24
25     bool IsSpace(int x, int y);
26     bool IsWall(int x, int y);
27
28     int GetHeight() { return height; }
29     int GetWidth() { return width; }
30     int GetIndex(int x, int y);
31
32     static constexpr char WAL = (char)219;
33
34 private:
35     bool Convert(int* playerX, int* playerY);
36
37 };
38
```